

FIG. 1

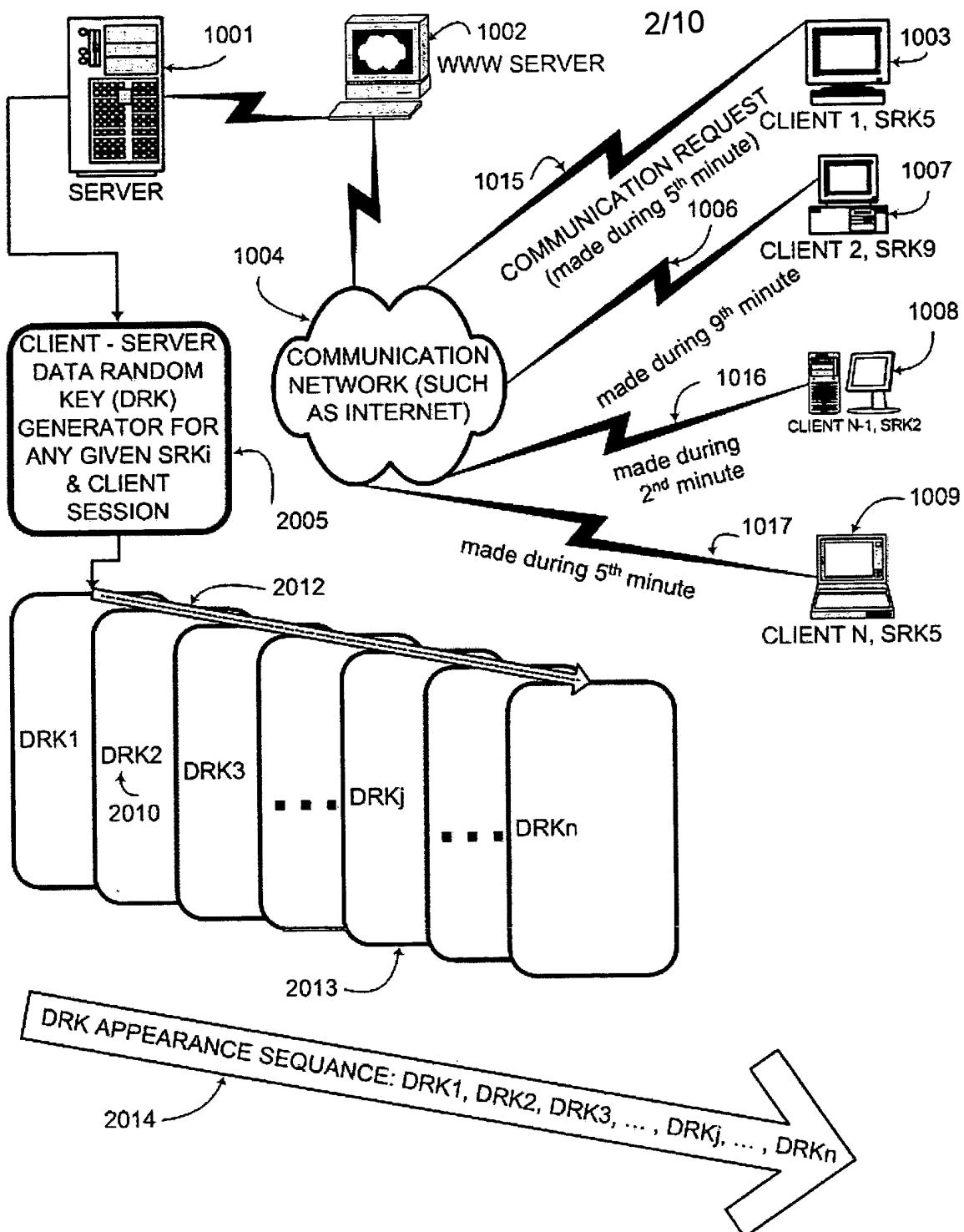


FIG. 2

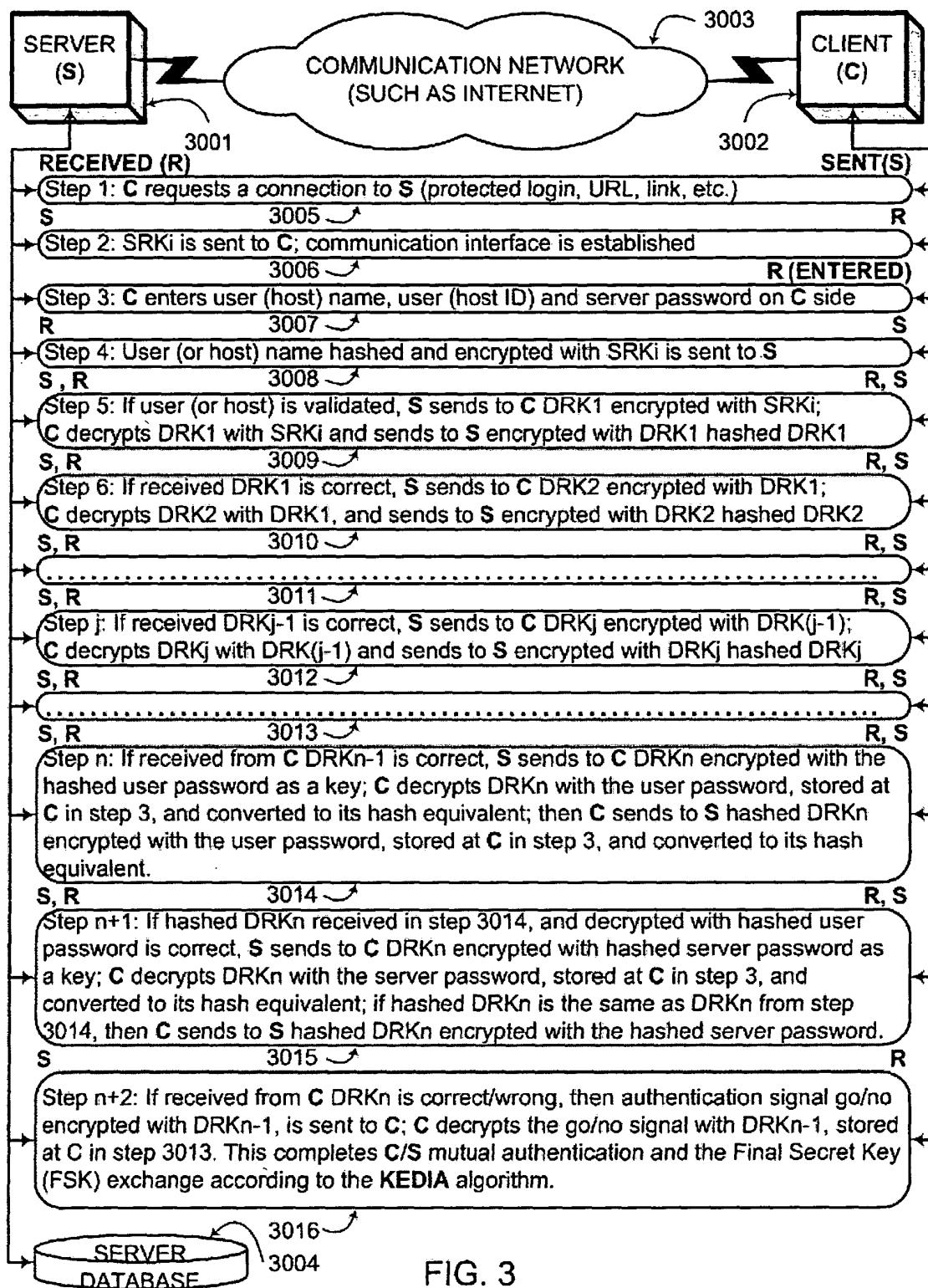


FIG. 3

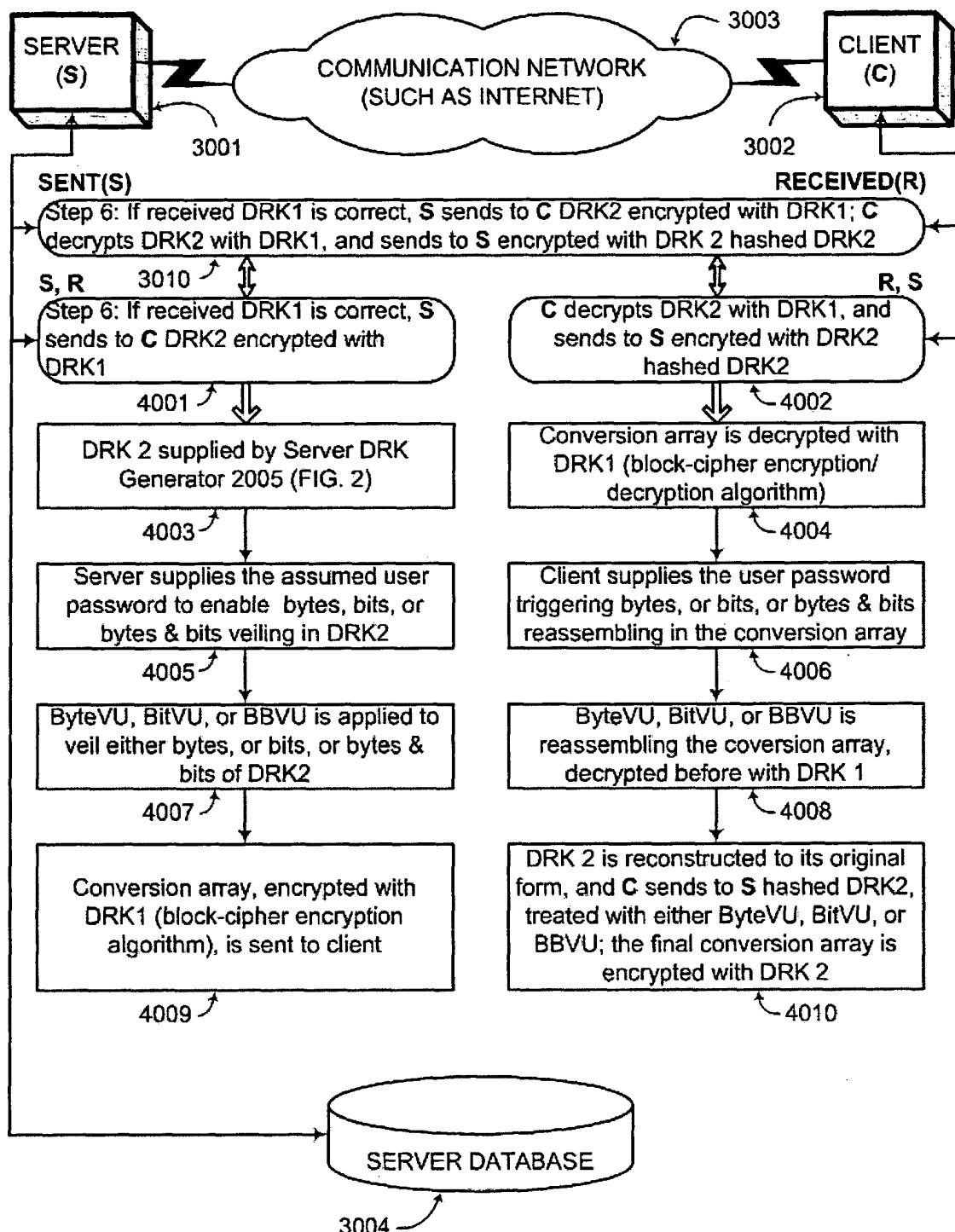


FIG. 4

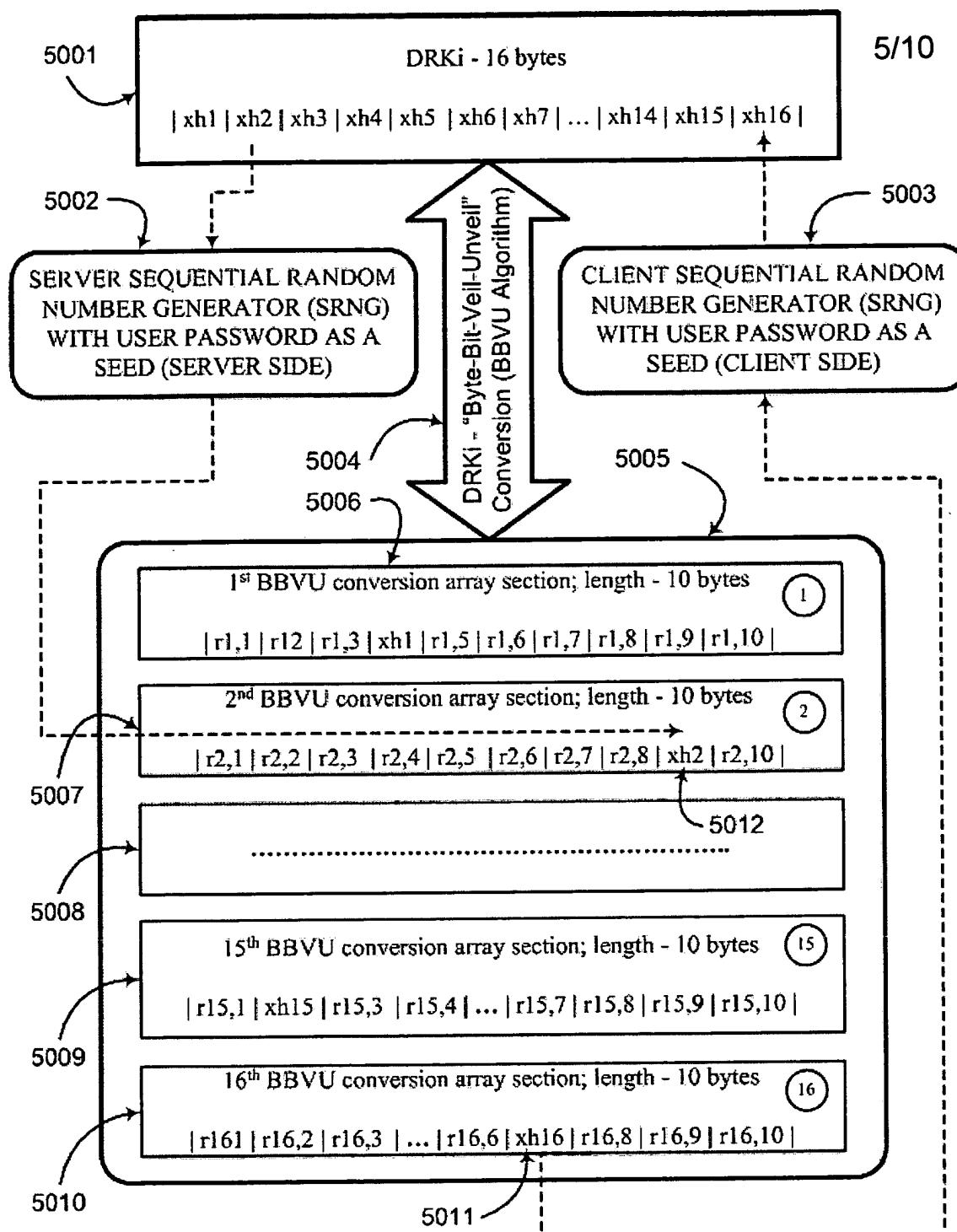


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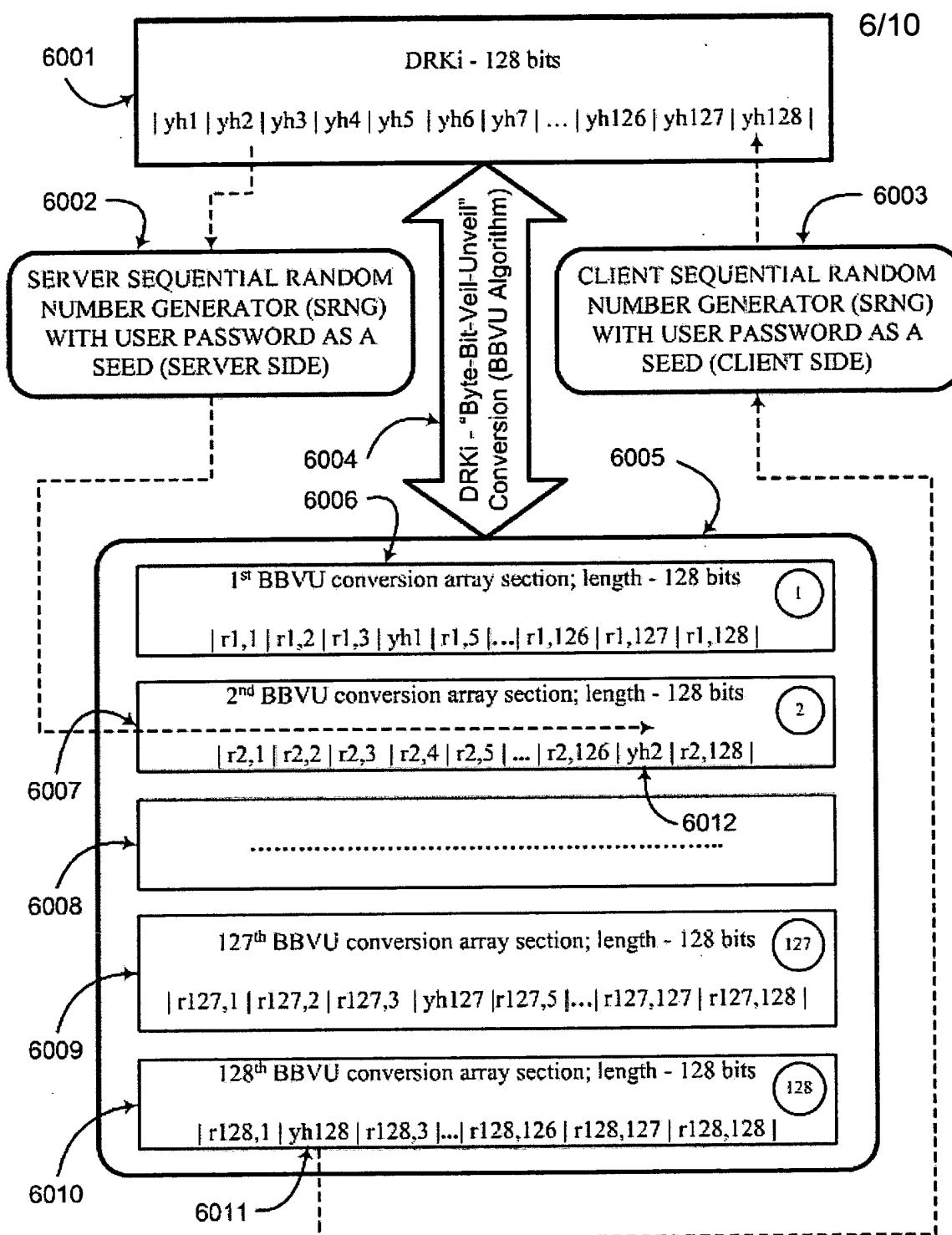


FIG. 6

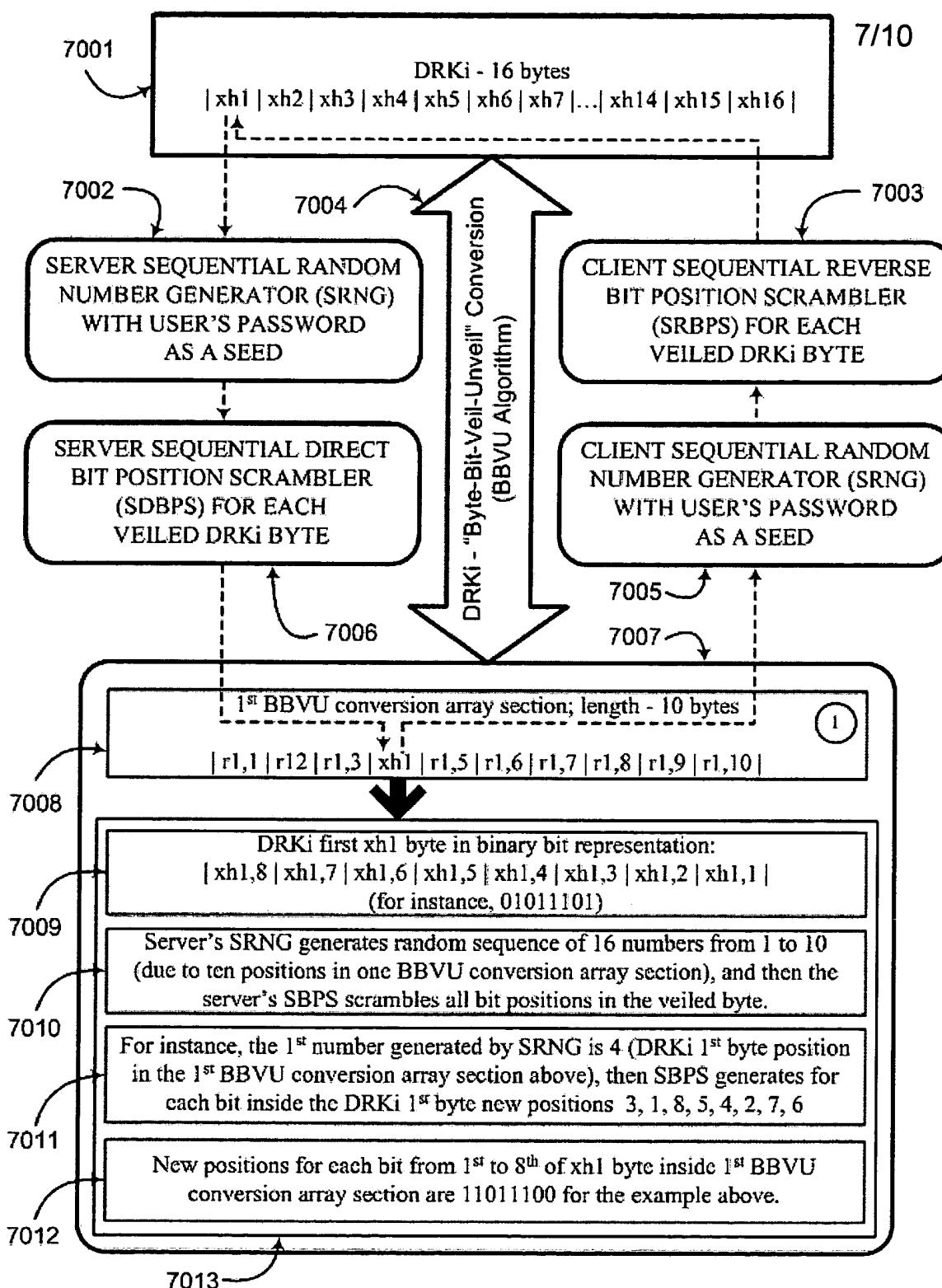


FIG. 7

MESSAGE ENCRYPT/DECRYPT ITERATIVE AUTHENTICATION (MEDIA) PROTOCOL  
 (Client - Server Architecture; Password Based Mutual Authentication; Part A - SERVER SIDE)

#	SERVER	SENT	RECEIVED	E-KEY	D-KEY	ByteVU CA, SECTIONS, BYTES	SRNG SEED	C-LINE
1	www <b>s</b>	<b>c</b> connection request				no	to SERVER	
2	servlets	SRK (compiled)				no	to CLIENT	
3	dB/servlets	h-u-name	SRK	no			to SERVER	
4	dB/servlets	DRK1	SRK	yes, 16, 25	h-u-password	to CLIENT		
5	dB/servlets	h-DRK1	DRK1	yes, 16, 25	h-u-password	to SERVER		
5A	dB/servlets	no	SRK	no			to CLIENT	
6	dB/servlets	DRK2	DRK1	yes, 16, 25	h-u-password	to CLIENT		
7	dB/servlets	h-DRK2	DRK2	yes, 16, 25	h-u-password	to SERVER		
8	dB/servlets	DRK2	DRK2	yes, 16, 25	h-s-password	to CLIENT		
9	dB/servlets	h-DRK2	DRK2	yes, 16, 25	h-s-password	to SERVER		
10	dB/servlets	go/no	DRK1	yes, 16, 25	h-u-password	to CLIENT		

8017 →      Legends: SRNG - Sequential Random Number Generator,  
 SRK (DRK) - Session (Data) Random Symmetric Encryption Key, ByteVU - "Byte-Veil-Unveil" Algorithm,  
 E - ENCRYPTION, D - DECRYPTION, C - COMMUNICATION, u - user, h - hashed, p - protected  
**c** - Client, **s** - Server, dB - Database, **CA** - ByteVU Conversion Array

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FIG. 8A

MESSAGE ENCRYPT/DECRYPT ITERATIVE AUTHENTICATION (MEDIA) PROTOCOL  
 (Client - Server Architecture; Password Based Mutual Authentication; Part B - CLIENT SIDE)

8008	8009	8010	8011	8012	8013	8014	8015	8016	8000
C-LINE	SRNG SEED	ByteVU CA, SECTIONS,	D-KEY	E-KEY	ENTERED BY CLIENT	RECEIVED	SENT	CLIENT	#
		BYTES							
to SERVER		no					p-link / URL	WAN/LAN	1
to CLIENT		no					GUI, SRK (compiled)	applet logic	2
to SERVER		no			SRK	u-name, s- & u-passwords	h-u-name	applet GUI	3
to CLIENT	h-u-password	yes, 16, 25	SRK		DRK1			applet logic	4
to SERVER	h-u-password	yes, 16, 25	DRK1				h-DRK1	applet GUI	5
to CLIENT		no	SRK			error message		5A	
to CLIENT	h-u-password	yes, 16, 25	DRK1		DRK2			applet logic	6
to SERVER	h-u-password	yes, 16, 25	DRK2				h-DRK2		7
to CLIENT	h-s-password	yes, 16, 25	DRK2			h-DRK2		applet logic	8
to SERVER	h-s-password	yes, 16, 25	DRK2			h-DRK2		9	
to CLIENT	h-u-password	yes, 16, 25	DRK1			go/no		applet GUI	10

8017 → Legends: SRNG - Sequential Random Number Generator,  
 SRK (DRK) - Session (Data) Random Symmetric Encryption Key, ByteVU - "Byte-Veil-Unveil" Algorithm,  
 E - ENCRYPTION, D - DECRYPTION, C - COMMUNICATION, u - user, h - hashed, p - protected  
 c - Client, s - Server, CA - ByteVU Conversion Array

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FIG. 8B

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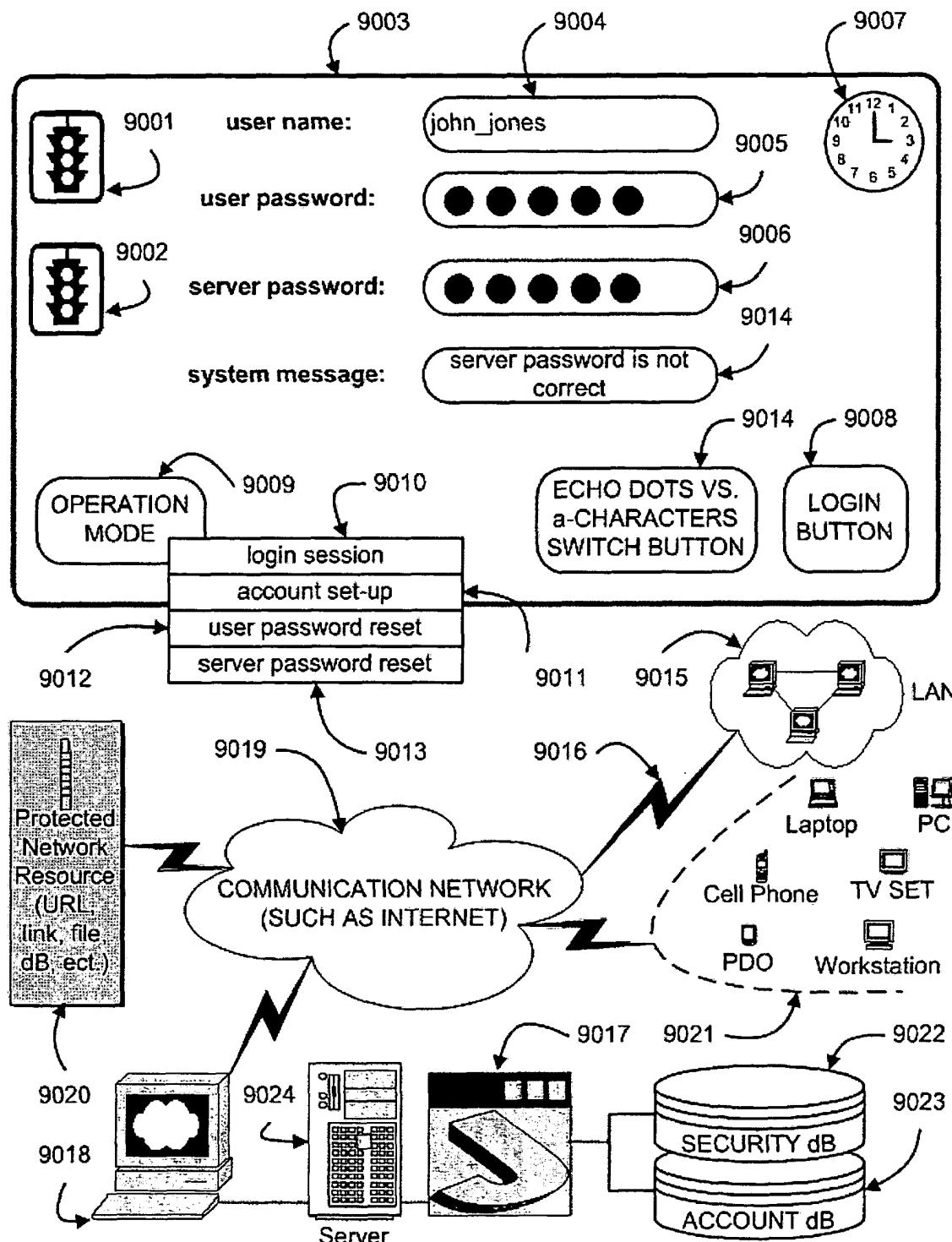


FIG. 9